

BEST OF ELITE VOL. 1



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INTRODUCTION

You are Super Joe, the crack combat soldier of the eighties battling against all odds to defeat the advancing rebel forces. Equipped with only an M60 machine gun and six hand grenades you carry out your lone crusade forcing your way into hostile territory. Mortars, grenades and dynamite rain from the skies and explode around you. Enemy bullets fly past you in all directions, trenches, cliffs and lakes block your path. Rebel forces appear from caves, strongholds and troop carriers to stop your progress. You must show no mercy. You must not retreat. You must keep pushing yourself further and further into enemy lines, collecting supplies of hand-grenades from defeated outposts, until you reach your final objective, the fortress.

Developed with the aid of Capcom to produce the closest possible home-computer simulation of the original arcade No. 1 hit game. Have you got the skill and stamina to defeat the enemy?

LOADING INSTRUCTIONS

Spectrum (Cassette)
LOAD*** at correct counter position
Commodore 64/128 (Cassette)
SHIFT & RUN/STOP at correct counter position
Commodore 64/128 (Disc)
LOAD "COMMANDO", 8.1
Amstrad/Schneider (Cassette)
RUN*** at correct counter position
Amstrad/Schneider (Disc)
RUN"menu" then select game
Commodore C16 (Cassette)
LOAD "COMMANDO"

Object
The object of the game is to advance as far as possible into enemy lines whilst destroying rebel forces, installations and vehicles. Along the way you should pick up as many boxes of hand-grenades as possible so as to replenish your stock.

PLAYING INSTRUCTIONS

Spectrum
Left 9
Right 0
Up 2
Down W
Fire Z
Grenade M

Commodore 16/64/128
Single Joystick in Port 2
Grenade SPACEBAR

Amstrad/Schneider
Left 9
Right 0
Up 2
Down W
Fire Z
Grenade M

Commodore 64/128
Left 9
Right 0
Up 2
Down W
Fire Z
Grenade M



Officially Licensed "Coin Op" Arcade Game

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LOADING INSTRUCTIONS

Spectrum (Cassette)
LOAD*** at correct counter position
Commodore 64/128 (Cassette)
SHIFT & RUN/STOP at correct counter position
Commodore 64/128 (Disc)
LOAD "BOMB JACK", 8.1
Amstrad/Schneider (Cassette)
RUN*** at correct counter position
Amstrad/Schneider (Disc)
RUN"menu" then select game
Commodore C16 (Cassette)
LOAD "BOMB JACK"

PLAYING INSTRUCTIONS

Spectrum
One Player 1
Two Players 2
Keyboard Control K
Turbo Jump Option T
ZX Interface II Z
Kempston Joystick P

Amstrad/Schneider
One Player 1
Two Players 2
Keyboard Control K
Turbo Jump Option T



Jeu vidéo "Coin Op" sous licence officielle

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INSTRUCTIONS DE CHARGEMENT

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Commodore 64/128 (Cassette)
SHIFT & RUN/STOP at correct counter position
Commodore 64/128 (Disc)
LOAD "BOMB JACK", 8.1
Amstrad/Schneider (Cassette)
RUN*** at correct counter position
Amstrad/Schneider (Disc)
RUN"menu" then select game
Commodore C16 (Cassette)
LOAD "BOMB JACK"

MODE D'EMPLOI

Spectrum
Vers la gauche 9
Vers la droite 0
Vers le haut 2
Vers le bas W
Tirer Z
Grenade M

Commodore 16/64/128
Manette de jeu branchée au port No. 2
Grenade Barre d'espacement

Amstrad/Schneider
Vers la gauche 9
Vers la droite 0
Vers le haut 2
Vers le bas W
Tirer Z
Grenade M

MODE D'EMPLOI

Spectrum
1 joueur 1
2 joueurs 2
Clavier K
Saut Turbo T
ZX Interface II Z
Kempston Joystick P

Amstrad/Schneider
1 joueur 1
2 joueurs 2
Clavier K
Turbo-saut T

(German version contains "Space Invasion")

Ziel des Spiels
Ziel des Spiels ist es, soweit wie möglich in die feindlichen Linien vorzudringen und die rebellischen Truppen, deren Einrichtungen und Fahrzeuge zu zerstören. Dazu sind möglichst viele Handgranaten zu ergattern, um den eigenen Vorrat aufzustocken.

BEDIENUNGSANLEITUNG

Spectrum
Links 9
Rechts 0
Auf 2
Ab W
Feuer Z
Granate M

Commodore 16/64/128
Ein Joystick in Port 2
Granate Leertaste

Amstrad/Schneider
Links 9
Rechts 0
Auf 2
Ab W
Feuer Z
Granate M



Das offizielle, lizenzierte Münzapparat-Arkadenspiel

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LADEANLEITUNGEN

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Commodore 64/128 (Cassette)
SHIFT & RUN/STOP at correct counter position
Commodore 64/128 (Disc)
LOAD "BOMB JACK", 8.1
Amstrad/Schneider (Cassette)
RUN*** at correct counter position
Amstrad/Schneider (Disc)
RUN"menu" then select game
Commodore C16 (Cassette)
LOAD "BOMB JACK"

BEDIENUNGSANLEITUNG

Spectrum
Ein Spieler 1
Zwei Spieler 2
Tastaturbedienung K
Turbo-Sprung T
ZX Interface II Z
Kempston Joystick P

Amstrad/Schneider
Ein Spieler 1
Zwei Spieler 2
Tastaturbedienung K
Turbo-Sprung T

HOW TO OPERATE JACK

JUMP BUTTON

Jumps by pushing when Jack is on the floor

Stops when pushing in the air

Does not move when tapping button fast

JOYSTICK

Ultra-high jump by pressing while turning Joystick upward

Turn Joystick downward for coming down fast

Get all • by operating Jack

Defeat enemies by taking P Power ball

Lucky coin

B Bonus-Coin ... Score on the screen is increased from two to four times

E Extra-coin ... 1 additional Jack

* Special Bonus

Bonus score is added by taking ignited as many as possible

x23 PCS - 50,000 points x22 PCS - 30,000 points

x21 PCS - 20,000 points x20 PCS - 10,000 points

Secret B E coins appear for bonus points each

When taking 3 B, no more coins appear.

When E appears - this also is kept secret

100 Pts 200 Pts 1000 Pts 3000 Pts 5000 Pts 2000 Pts

POUR CONTROLER JACK:

BOUTON de SAUT

Faut sauter Jack lorsqu'il est au sol

Arrête Jack lorsqu'il est en l'air

Immobilise Jack par pressions rapides

MANETTE DE JEUX

Super-saut en appuyant sur le bouton tout en poussant la manette de jeux

Descente rapide en tirant la manette de jeux

Ramassez toutes les en manœuvrant Jack

Détruissez vos ennemis en vous emparant des balles P

Pièce porte-bonheur

B Pièce bonus ... le score affiché double ou quadruple.

E Pièce supplémentaire ... 1 vie en plus

* Bonus spécial

Les amorcées donnent droit à des points de bonus

x23 PCS - 50,000 points x22 PCS - 30,000 points

x21 PCS - 20,000 points x20 PCS - 10,000 points

Secret

Les pièces secrètes B E donnent toutes deux droit à des points bonus

Les pièces ne s'affichent plus lorsque vous avez 3 B

Lorsque le E s'affiche - il est également gardé secret.

100 pts 200 pts 1000 pts 3000 pts 5000 pts 2000 pts

Wie Jack gesteuert wird:

SPRUNG-KNOFF

Bewirkt Sprung vom Boden aus

Bewirkt Schwebezustand in der Luft

Schnelles, mehrmaliges Drücken blockiert Jack

JOYSTICK

Superhochsprung durch Knopfdruck

und Joystick nach oben pressen

Drücken des Joysticks nach unten bewirkt Hintersausen

Alle • durch geschicktes Steuern von Jack holen.

Die Feinde durch Ergreifen der P Kraftkugel besiegen.

Glücksmünze

B Bonus-Münze ... Punktestand verdoppelt/verviert sich

E Extra-Münze ... 1 Reserve-Jack

* Spezialbonus

Einen Bonuspunkt gibt's durch Einsammeln von gezündeten •

x23 PCS - 50,000 Punkte x22 PCS - 30,000 Punkte

x21 PCS - 20,000 Punkte x20 PCS - 10,000 Punkte

Geheim B E Münzen erscheinen für jeden Bonuspunkt.

Nach Einnehmen von 3 B gibt es keine weiteren Münzen.

Bei Erscheinen von E das bleibt ein Geheimnis.

100 Pkt 200 Pkt 1000 Pkt 3000 Pkt 5000 Pkt 2000 Pkt

The Officially Licensed Computer Game Version of the Universal Pictures Television Series



SCENARIO

As Stringfellow Hawke, a former Vietnam chopper pilot, and the only man in the free world trained to fly the billion-dollar helicopter AIRWOLF you have been assigned a dangerous rescue mission.

Five important U.S. scientists are being held hostage deep in a subterranean base beneath the scorching Arizona desert. As Hawke you must guide AIRWOLF using full stealth capabilities on a series of perilous night-time missions and bring about the release of each scientist in turn. Only destruction of the defense control boxes strategically positioned within the cavern will allow AIRWOLF to descend to the heart of the base where the scientists are held.

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All rights reserved AIRWOLF™

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LOADING INSTRUCTIONS

Spectrum (Cassette)
LOAD*** at correct counter position
Commodore 64/128 (Cassette)
SHIFT & RUN/STOP at correct counter position
Commodore 64/128 (Disc)
LOAD "AIRWOLF", 8.1
Amstrad/Schneider (Cassette)
RUN*** at correct counter position
Amstrad/Schneider (Disc)
RUN"menu" then select game
Commodore C16 (Cassette)
LOAD "AIRWOLF16"

PLAYING INSTRUCTIONS

Spectrum
Up Q to T
Down A to G
Left Z
Right X
Fire C
Hold Game SPACEBAR
Game Abort O

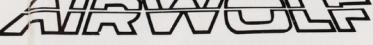
Or Kempston Joystick

Amstrad Schneider
Joystick only - Amsoft compatible

Commodore C16
Joystick in Port 2
Game Abort RUN STOP

Commodore 64/128
Joystick in Port 2
Restart RESTORE
Music SPACEBAR

La version officielle du jeu informatique sous licence basée sur le feuilleton télévisé de Universal Pictures



SCENARIO

Vous êtes Stringfellow Hawke, un des anciens pilotes d'hélicoptères au Vietnam, et le seul homme dans le monde à pouvoir piloter AIRWOLF, un hélicoptère d'un milliard de Dollars. FIRMA vous a assigné une mission de secours particulièrement dangereuse.

Cinq savants américains très importants ont été pris en otage et sont retenus prisonniers dans une base souterraine dans le désert torride de l'Arizona. C'est à vous, Hawke, de guider AIRWOLF dans une série de missions nocturnes périlleuses, en faisant appel à toutes les fonctions de camouflage dont vous disposez, pour libérer tour à tour les savants. AIRWOLF ne réussira à descendre au cœur de la base où les savants sont maintenant captifs que si vous parvenez à détruire les boîtes de contrôle de défense positionnées à des endroits stratégiques.

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Tous droits réservés AIRWOLF™

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INSTRUCTIONS DE CHARGEMENT</



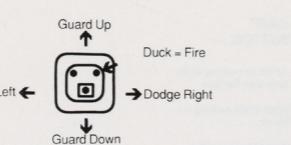
PLAYING INSTRUCTIONS

Spectrum
Guard up 1
Duck Q
Guard down A
Right Hook/Uppercut Bottom Row
Dodge Left U
Left Punch I
Right Punch O
Dodge Right P
Game Abort Caps Shift/Space

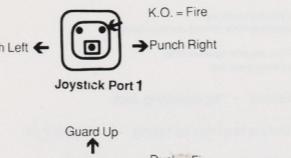
Commodore C16
Guard up RETURN
Duck /
Guard down a
Dodge Left 1
Left Punch 2
Right Punch 3
Dodge Right s
Knock-out 4
Re-Boot R
Game Abort RUN/STOP

Amstrad/Schneider
Guard up 1
Duck Q
Guard down A
Right Hook/Uppercut SPACEBAR
Dodge Left K
Left Punch I
Right Punch O
Dodge Right L
Game Abort ↑ ion cursor control pad

Commodore 64/128
Single Joystick in Port 2
Punch left 1
Punch right 2
Knock-out SPACEBAR



2 Joysticks



* Three boxers only with Commodore C16

Body Blows are made by punching while Bruno's guards are down. Head Blows are made by punching while Bruno's guards are up. Uppercuts can be thrown while Bruno's guards are down. Right Hooks and Uppercuts can only be thrown when the K.O. indicator is flashing. See below.

Object

The object of the game is to defeat eight boxers in succession in pursuit of the Heavyweight Championship of the World. Fighting styles of each of the boxers are different, each one more intelligent than the last. To defeat an opponent, 'Bruno' must achieve a 'Knock Out' by knocking him down three times during a single three minute round. To do this, Bruno must reduce his opponent's 'Status' to zero, by avoiding the blows made by the opponent and punching the opponent when his body or head is unprotected. By making repeated successful blows, Bruno's Punch Power increases. The KO indicator flashes when 100% punch power is achieved, this allows you to use the Right Hook/Uppercut.

The game screen is divided in two, the top half is the score and information board, the bottom half is a perspective view of the ring.

If you win the bout!

If you win the bout then you are issued with your own personal 'Elite Video Boxing Association' Membership Code. You will notice in the inlay that we have provided you with a EVBA Membership card for your own use. Write the code in Pencil, alongside the name of the next boxer. So if you have just beaten the first boxer, write the code in the space next to 'Fling Long Chop'. You may use the code to load the next boxer off tape/disc now, or at a later date. To load a boxer:

1. Ensure the cassette/disc is on side B.
2. Press L on the options page.
3. Enter your three letter name.
4. Enter your Membership Code (just press ENTER without typing anything if you wish to load the first boxer back in).
5. Press PLAY on the cassette player.

All the way from the land of the rising Hi-Fi is Fling Long Chop, a martial arts master of No-Can-Do.

* These 3 only with Commodore C16

THE CHALLENGER
1 CANADIAN CRUSHER* CANADA

The big, plodding, lumberjack from Canada, with the beauty of a grizzly bear and the speed of an elephant.

2 FLING LONG CHOP* JAPAN

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